







## Some Strategies for Thinking at Different Levels

1. Some Thinking Skills <i>HOW</i>	2. Bloom <i>WHY</i>	3. Some Thinking Strategies <i>HOW</i>	4. Some Cooperative and Collaborative Strategies <i>HOW</i>
Complexity Designing Elaborating Extrapolating Flexibility	<b>CREATE</b> <i>acting like Thomas Edison – always improving, designing, planning</i> 	1:4:P:C:R, AGO, BAR, Brick Wall Key, C&S, CPS, Disadvantages/Improvements T, Forced Relationships, MAS, P:M:Improve, Random Input, Scamper, Six Thinking Hats*, "So What is the Problem?", The Ridiculous Key, TWERP, What If Key, Word Association, Y Chart	1:2:4 1:3:Share 1:3:6:Share 1:4:P:C:R Assigning Roles Doughnut Hot Potato Jigsaw Judge Jury Numbered Heads Pairs and RAS Alert Round Robin Setting Group Goals Silent Card Shuffle Think, Pair, Share TRIAD
Arguing Assessing Choosing Concluding Deciding	<b>EVALUATE</b> <i>acting like a judge – based on the evidence</i> 	Advantages/Disadvantages T, APC, CAF, Decision Making Matrix, Disadvantages/Improvements T, Extent Barometer, FIP, Judge Jury, OPV, PCQ, PMI, Relevant/Irrelevant T, Reliable/Unreliable T, Six Thinking Hats*, Tournament Prioritising, Y Chart	
Arguing Analysing Categorising Comparing Complex Summarising	<b>ANALYSE</b> <i>acting like a sorting tray – examining and breaking up an issue into its component parts</i> 	Attribute Grouping, Brainstorming, CAF, Commonalities Key, CPS, Decision Making Matrix, Disadvantages/Improvements T, Double Bubble, Fact/Opinion T, Five Whys?, Good/Poor Reasoning T, Icon Prompt, Judge Jury, KWL, Mind Map, OPV, Picture Key, PCQ, PMI, Ridiculous Statement, S.W.O.T. Analysis, Silent Card Shuffle, Six Thinking Hats*, T Charts, Y Chart, 5W&1H	<b>5. Howard Gardner's Multiple Intelligence Model</b> <i>WHO</i> • Verbal Linguistic (Word Smart) • Logical Mathematical (Number Smart) • Visual/Spatial (Picture Smart) • Body/Kinesthetic (Body Smart) • Musical/Rhythmic (Music Smart) • Interpersonal (People Smart) • Intrapersonal (Self Smart) • Naturalistic (Seeing Connections to the Natural World)
Applying Calculating Compiling Completing	<b>APPLY</b> <i>acting like a How To Manual' – applying previously learnt data in similar or novel situations</i> 	Blue Hat, Brainstorming, CPS, Different Uses Key, Flow Chart, Graphic Organiser, Reverse Listing Key, Silent Card Shuffle	
Describing Explaining Interpreting Outlining	<b>UNDERSTAND</b> <i>acting like a dictionary – understanding words, concepts, cause-effect and 'reasons for'</i> 	AGO, APC, Brick Wall Key, CAF, Cause-Effect, Generalisations, Graphic Organisers, Metaphor, Mind Map, Multiple Intelligence Model, PMI, Reverse Listing, Silent Card Shuffle, Six Thinking Hats*, Visualisation, Visuals, Word Summary	
Defining Fluency Knowing Labelling	<b>REMEMBER</b> <i>acting like an encyclopaedia – where one finds information, facts, data</i> 	Acronyms, Acrostics, Answer-Question Key, Attribute Listing, Brainstorming, Different Uses Key, KWL, Mnemonics, See-Saw, Silent Card Shuffle, What If, White Hat	

Ideas taken from:  
Edward de Bono's CoRT and Six Thinking Hats\*  
Tony Ryan – Thinkers Keys and Mindlinks  
John Langner – Teaching Thinking Strategies  
Joan Dalton's Workshops  
Thomas Armstrong – "Multiple intelligences in the Classroom" 1994



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